SCR

Guard Operations Guide

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What is Guarding?

The Guard is responsible (with and without a Dispatcher) for safely and efficiently dispatching their train from a station. Once a train arrives, the Guard opens the doors for boarding, passengers are loaded, the doors are closed, and the train is dispatched from the station to continue to its next stop. These steps vary depending on the roles involved, i.e. Guard and/or Dispatcher.

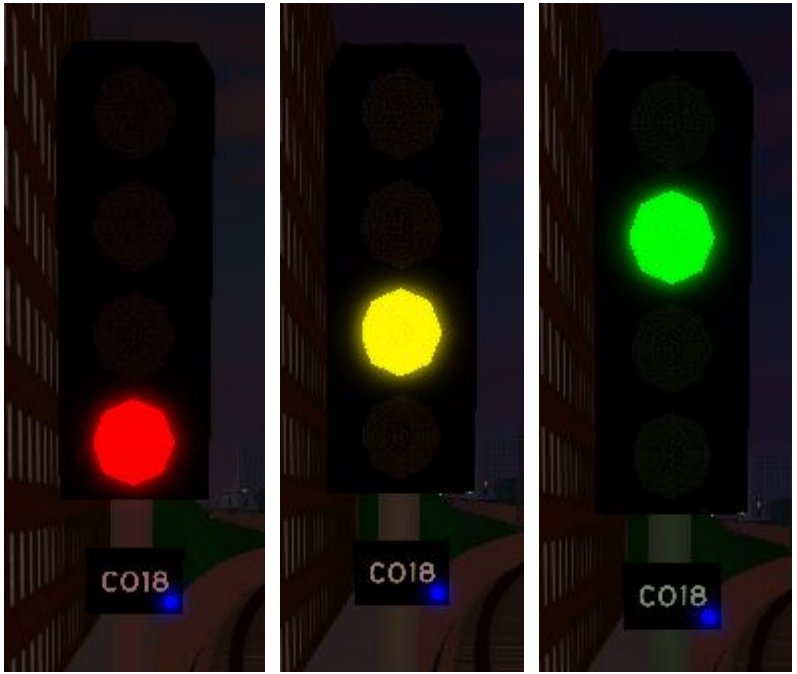
Only members who have the Guard rank (or a higher) are able to play in the Guard role in-game. To obtain the Guard rank, you must first meet all the requirements, which involves being a Dispatcher in the group and having at least 540 experience. If you meet the requirements you will be able to fill out a Theory Quiz in the training tab in-game, it is highly recommended that you fully read this document before doing so. If you pass the Theory Stage of the training you will be able to reserve a slot for a Practical Training, where you will be assessed by Supervisors, and if you pass the practical assessment session, you will be ranked as a Guard in the group.

Identifying the Signal Aspect

First, we need some basic information. When the dispatch process begins, if a Signaller is controlling the station your train is at, they will receive TRTS which tells them they need to change the signal, as soon as possible, if necessary. There are several ways you can determine if you can dispatch safely based on the signal aspect.

You can check the aspect of the signal at your platform by looking at the physical signal itself.

As mentioned in Qualified Driver training, a red aspect means Danger, a amber aspect means Caution, a double amber aspect means Preliminary Caution, and a green aspect means Proceed. There are a few other types of signal, but they are not important for guarding.



Danger Caution Proceed

Another way to determine the signal aspect is by using the **OFF Indicator.** OFF Indicators are a commonly used tool to identify the signal aspect when dispatching or guarding.

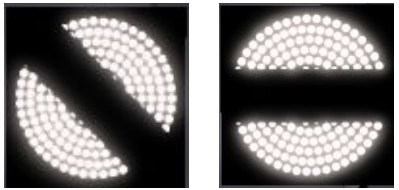
When the OFF Indicator is lit, this confirms that the signal ahead is Proceed/Caution/Preliminary Caution, and it is safe to dispatch.

An unlit OFF indicator means the signal ahead is Danger, and it is **not** safe to dispatch. This means do **not** whistle, do **not** close the doors, and do **not** raise a torch.

Sometimes, where it is not possible to see the signal at all, **Banner Repeaters** are used. A diagonal stripe means it is safe to dispatch, and a horizontal stripe means it is not. In the bottom right of the page, the left repeater is the same as a lit OFF indicator, and right is the same as an unlit one.

Lit OFF indicator

Unlit OFF indicator



Banner repeaters

Can you safely dispatch with this signal aspect?

✅ **Yes!** The OFF Indicator is lit, so it is safe to dispatch.

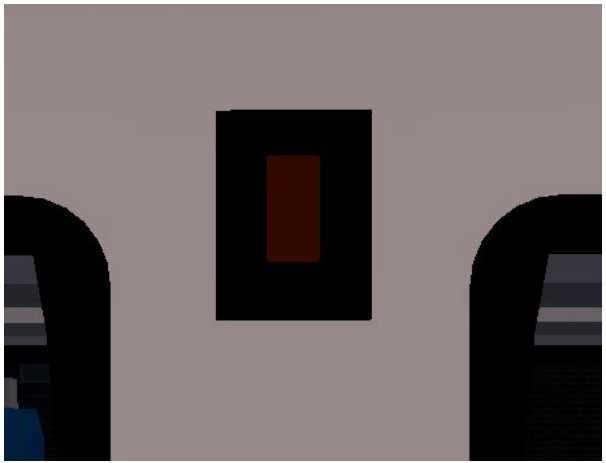
Interlock Lights

After you have closed the doors, you will have to ensure that they are fully closed. To do this, look for the the orange lights on the side of each carriage, these are known as 'Interlock Lights'.

When lit, they indicate that a door is open. The light on every carriage must be off, except for your local carriage. This light will be flashing if only the local door is open.

If the only light that is lit up is a flashing light at the carriage with your local door, that means all passenger doors have shut properly.

There is also another door interlock light on your guard panel, which works differently. This one will be light blue, and will be lit if all doors are shut, including the local door. This differs from the interlock lights on the carriages because if the panel's interlock is lit all doors are shut.



Unlit interlock light

Guard Panel with a lit interlock light, meaning all doors, including the local door, are closed.

Spawning as a Guard

With the initial information, we can now learn to guard. From the role selection menu, members with the rank of Guard or above will be able to select the Guard role, as shown.

After entering the Guard role, you will be presented with a list of stations to choose from. Select one and click “Spawn”. You will now spawn at that station and can head up to the platforms to guard a train.

Role Selection Menu

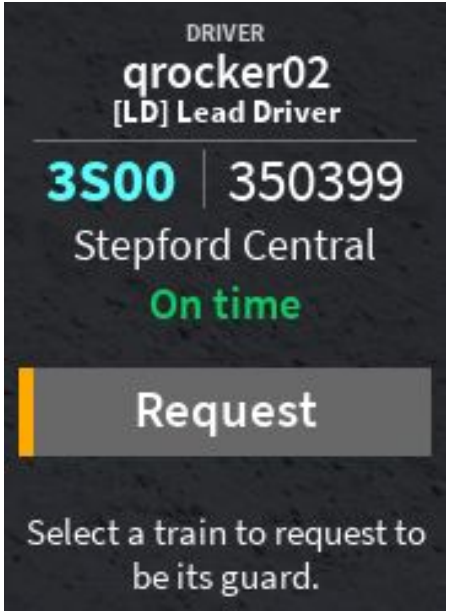
Station Spawn Menu

To request to guard a train:

1. Select the train
2. A “Request” button will appear. Pressing this button or *KEY: Enter/Return* will send your request to the driver.

Drivers can either accept or deny your request. If they deny it, you will receive a 15 second request cooldown (although it is 30 seconds for the train that denied you).

If a Driver denies your request 3 times, you will not be able to request that train again. If you are denied 5 times by a Driver, you cannot request to guard for that player again.
Requesting multiple trains at once will result in an automatic denial and cooldown.



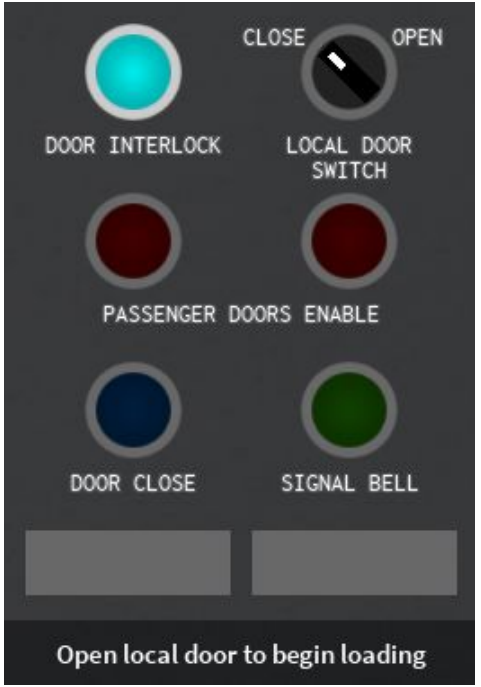
Train information and “Request” button

The dispatch procedure varies depending on whether or not there is a Dispatcher on your platform. If there is no Dispatcher, then you must follow this procedure.

Once your guard request has been accepted, you will be teleported to a seat inside the train. When the train comes to a stop, you will stand up. As the train is safely stopped in a station, you can 'enable' the Guard panel on the left side of your screen by clicking on it.

Use the local door switch in the top right of the panel or *KEY: E* to open your local door (guard door). You will be teleported to a seat near the local door when you stand up. Exit the train, checking that there are no obstructions or passengers blocking the passenger doors. If there are none, press one of the "Passenger Door Enable" buttons in the center of the panel or *KEY: T* to open the passenger doors.

The train will begin loading, and TRTS will be sent automatically (so no need to worry about that). Make sure to **stand next to your local door** as you complete the dispatch process. You may move away from the train in order to see all its carriages and the interlock lights on the side of the train, however don't move further than you need to see.



Guard panel

Dispatching the Train

Once the train has finished loading, you will be prompted to whistle.

Wait!

Do not press the button immediately! First, you must check the signal. If the aspect is Danger, you **must not** whistle unless the train has overshot the signal.

If the train has fully overshot the signal, you may dispatch when the signal is red. This **does** include passing a signal at danger (SPAD).

Once the signal is displaying a non-red aspect (the OFF indicator is lit) and the passenger doors are free of obstructions, it is safe to dispatch. Press the “Whistle” button or *KEY: Q*. You will raise a whistle to your mouth, and a sound will play.

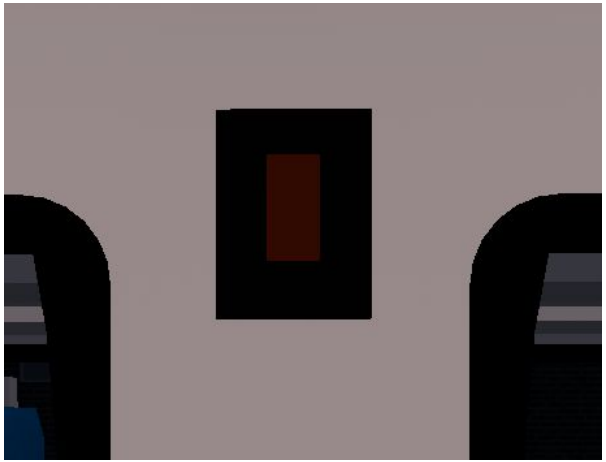
After you whistle, check the signal or OFF Indicator has not changed and that the doors are still clear of obstructions. You may then close the doors by pressing the “Door Close” button in the bottom left corner of your guard panel or *KEY: Y*.

After you have closed the doors, you must ensure that they are fully closed. As stated before, check the orange interlock lights on the side of the carriages.

To review, when lit, they indicate that a door is open. Simply make sure that all lights are off, except the carriage with your local door. That one should be flashing.

If the lights are not lit and the signal is still clear, you can whistle again to confirm that the doors have closed.

At this point, you should board the train through the local door, closing the door after by using the local door switch or *KEY: E*. You must be on the train by the time it is fully closed.



Unlit interlock light

Confirm that all doors (including the local door) are closed and locked by checking that the blue interlock light in the top left corner of your guard panel is lit. Once it is lit, you may press the “Signal Bell” button or *KEY: Q* in the bottom right of the panel. The driver will now be given control of the train.

If there is a Dispatcher active on your train's platform, they will position themselves either in the front half of the train or at the very rear of the train, depending on if your train is a single or double unit.

Opening the doors and loading the train works exactly the same as before. Keep in mind that the local door position varies on different trains. Make sure to position yourself **FACING** the **Dispatcher**. This means facing either forwards or backwards. If you need to stand further/closer to the train to see the dispatcher properly, then do so.

Instead of TRTS being sent automatically, the Dispatcher will send the TRTS to the Signaller. When the train is finished loading, the Dispatcher will blow their whistle and raise a bat with a white light. They should be facing you.

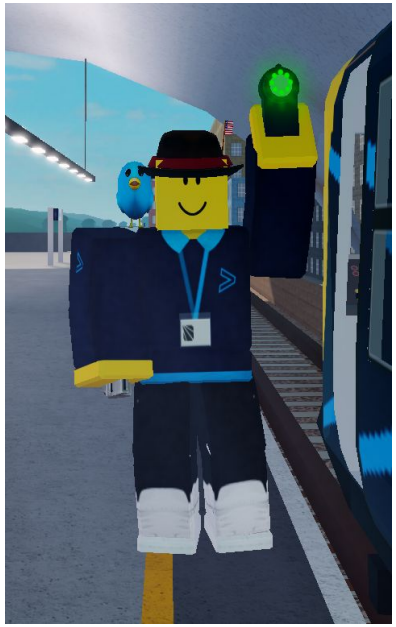
If it is safe to dispatch based on the signal aspect, close your train's doors. Like before, you should check the interlock lights. The Dispatcher will also check the interlock lights.

Dispatching the Train

Once the Dispatcher has confirmed the interlock lights are off, they will whistle and raise a bat with a green light. At this point, you should make sure you are positioned so the Dispatcher can see you while still standing at your local door. **It is your responsibility to make sure you are visible to the Dispatcher by facing towards them!**

If the signal is clear and the interlock lights are off, press the “Torch” button or *KEY: R*. Do not move during the animation, unless your movements are minor and improve visibility with the Dispatcher. As mentioned before, make sure you face the Dispatcher in such a way that your torch is visible to them.

As before, enter the train once the animation has finished, close the local door, check that the local door is closed and the blue interlock light is lit, and use the signal bell.



Switching Positions

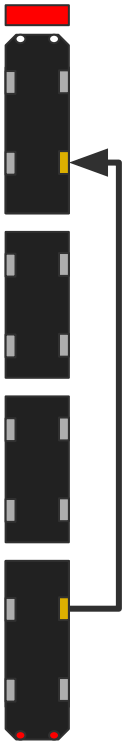
In certain situations, it will be necessary to change positions on your train. This only needs to happen when your train is changing directions. Once the passenger doors are opened, you should move to the correct local door of the train for when it switches directions.

For single units, head to the coach on the opposite end of the train.

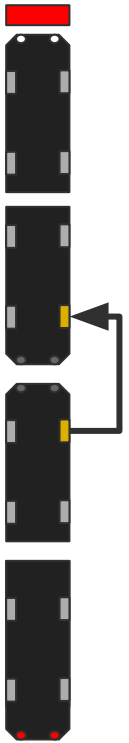
For double units, head to the local door in the next coach.

Make sure that you only begin with the departure procedures **after** moving to the correct position!

Single Unit



Double Unit



Action	Keyboard + Mouse	Gamepad	Mobile
Select Train	LMB	RT	Tap
Request Train	Return / GUI	LT / GUI	GUI
Toggle Local Door	E / GUI	Y	GUI
Enable Passenger Doors	T / GUI	X	GUI
Close Passenger Doors	Y / GUI	X	GUI
Whistle	Q / GUI	Y	GUI
Torch	R / GUI	X	GUI
Signal Bell (Buzzer)	Q / GUI	Y	GUI
Leave Train	Delete or Backspace / GUI	B	GUI

The following offenses as a Guard may result in a warning or demotion to either QD or DS:

- Being disrespectful (screaming at people, calling people names, bullying, not listening to Supervisors+).
- Trolling (Holding your train, trying to cause a train to derail or glitch, or anything that may ruin the experience for others).
- Parkour/Trespassing (Climbing on station structures [roofs, gantries], going to unopened stations, platform jumping, train surfing) while on duty.
- Guarding incorrectly (Whistling, closing doors, or raising a torch on a red aspect, not facing the dispatcher, moving excessively while holding the torch, having your torch obstructed, standing unnecessarily far from the train, not checking the interlock lights, closing the local door before you enter the train, whistling or opening all doors from within the train).
- Misusing the guard role (Being in the guard role and standing next to a train you are not guarding, leaving stations for no reason with a destination outside the railway).
- Trolling (leaving a train AFK on the line, not dispatching a train for no reason, trying to derail trains).

Any rules that apply for Qualified Drivers and Dispatchers apply to Guards as well.

Before we finish, here are some reminders:

- The key bindings are: Q - Signal bell/Whistle, E - Local door switch, R - Torch, T - Open passenger doors, Y - Close passenger doors.
- Remember to be relatively quick, but also remember to check the interlock lights and the signal state.
- Whistling, closing the doors, and raising a torch should not be done when the signal is red, unless the train has passed the signal.
- Try to keep still during the torch animation.
- You are allowed to ride trains you aren't guarding as a guard, however you need to make sure you do not confuse other guards or dispatchers.
- Do not move too far from the train. If you need to move away to see interlock lights or so the dispatcher can see the torch, that is okay.
- Local doors can be in different places on different trains. Some trains will have the local door at a passenger saloon door, and some trains will have the local door at the cab door which is at the end of the train unit.

Conclusion

This guide should answer all of your questions on the subject of guarding!

If you have any questions, please do not hesitate to create an SCR Assistance ticket in the Discord Server. (you must be 13+) so a Supervisor can help you out! Otherwise, find a Supervisor in-game and ask.

If you are unsure about something in this guide, you can always read it multiple times to get a better understanding. It is advisable to take notes throughout this guide to assist you during your theory/practical assessments.

We will have a Q&A session in the practical assessment session for you to ask questions to qualified Supervisors+.

SCR

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